Hind Installation Guide

Windows 95/DOS Version

Minimum System Requirements

To run Hind, you need the following:

- IBM PC or 100% compatible
- 486DX/33 MHz processor
- 8 MB RAM
- Double-speed CD-ROM drive
- VESA-compatible video driver
- 256-color SVGA (800x600) monitor
- MS-DOS 5.0 or higher *or* Windows 95 installed, preferably maintaining the previous DOS configuration
- 100% Microsoft-compatible mouse and driver
- 100% Sound Blaster-compatible sound card (digital and FM/MIDI audio)
- Dedicated game card highly recommended for joysticks, throttles, and foot pedals

Supported Sound Devices

Hind supports the following sound devices:

- Creative Labs Sound Blaster Basic, Pro, 16, and AWE 32
- Media Vision Pro Audio Spectrum Basic, Plus, and 16
- Gravis Ultrasound
- Ensoniq Soundscape
- WaveJammer
- ES688

Supported Input Devices

Hind supports the following input devices:

- Standard two-button joysticks
- CH Flightstick, Flightstick Pro, ProPedals, and Virtual Pilot
- ThrustMaster FCS, WCS and Rudder Control System
- ThrustMaster F-16 FLCS and TQS
- Gravis gamepad and Phoenix joystick

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Windows 95 Installation

Tested on

1. Insert the Hind CD-ROM into your CD-ROM drive. Click **OK** to continue.
2. The install program will prompt you for the type of installation you want.

   You can choose one of the following types of Hind installation:

   - **A: 15 MB**—This installation loads only the minimum files onto your hard drive. The remaining files are run from the CD-ROM. The minimum install is slower when changing screens, but otherwise the game runs the same.
   - **B: 20 MB**—This installation loads all the files required to run the game on your hard drive except for animation, speech, music, and graphics. Time between screens is lessened, but otherwise the game runs the same.
   - **C: 50 MB**—This installation loads all the files required to run the game on your hard drive except for speech and animation. It provides full speed between screens.

   NOTE: These space requirements include installed files and temporary swap files.
3. The install program will prompt you for a destination directory. The default is C:\DI\HIND. If you want Hind installed somewhere else, use [Backspace] to clear the default path and type a new path.
4. Installation will follow automatically.

The installation bar indicates how much of the install procedure is complete.

After installation of Hind you will be directed to install DirectX. Click **OK** to continue.

NOTE: You must have DirectX drivers installed to run the game.

If DirectX drivers version 2 or later are already installed, click **Cancel** to abort the installation.

Hind 95 is added to your **Start** menu.

To run Hind under Windows 95

Insert the Hind CD-ROM and click **OK.**

NOTE: You can also click the **Hind** icon in the Hind 95 window or click **Start,** select **Programs,** select **Hind 95,** and click **Hind.**

The first time that you run the game, Hind takes you to the Preferences screen. See page 11 for details.

Memory problems?

Because Hind for Windows 95 uses a lot of memory, Windows virtual memory must be enabled. If your computer reports "Insufficient Memory," it probably means that your Windows **Virtual Memory** is not enabled. Although virtual memory is normally enabled when Windows 95 is installed, you can check as follows:

1. Click the **Start** menu, then **Settings,** then **Control Panel.**
2. Double-click the **System** icon. You may need to scroll down the window if the icon is not visible.
3. Click **Performance.**
4. Click the **Virtual Memory** button.
5. Click **Let Windows manage my Virtual Memory settings (recommended).**
6. Click **OK.**
7. Reboot your system.

DOS Installation

To install Hind:

1. Insert the Hind CD into your CD-ROM drive.
2. At the DOS prompt, go to your CD-ROM drive (usually the D drive) by typing **d:** [↵Enter]. (If your CD drive is not D, replace D with the appropriate letter.)
3. Type **install**
4. The install program prompts you for the path where you want Hind installed. The default is C:\DI\HIND. If you want Hind installed somewhere else, use [Backspace] to clear the default path and then type a new path and press [↵Enter].
5. To confirm the installation path, type **Y.**

The install program will prompt you for the type of installation you want. You can choose one of the following types of Hind installation:

- **A: 15 MB**—This installation loads only the minimum files onto your hard drive. The remaining files are run from the CD-ROM. The minimum install is slower when changing screens, but otherwise the game runs the same.
- **B: 20 MB**—This installation loads all the files required to run the game on your hard drive except for animation, speech, music, and graphics. Time between screens is lessened, but otherwise the game runs the same.

- **C: 50 MB**—This installation loads all the files required to run the game on your hard drive except for speech and animation. It provides full speed between screens.

NOTE: These space requirements include installed files and temporary swap files.

The installation bar indicates how much of the install procedure is complete.

The install program conducts a speed test on your video card.

6. Press any key to begin the speed test.
7. The next time you run Hind you will first need to type **CD \DI\HIND** and press [↵Enter]. Then type **Hind** [↵Enter].

Leave the CD in the CD-ROM drive to play Hind.

To run Hind, type **Hind** [↵Enter].

Command Line Options

The following command line options can be used with Hind:

C0	Vesa SVGA driver	V1	Single Buffered display
C1	S3 SVGA card	V2	Double Buffered display
C2	Trident SVGA card	Q1	Reverse throttle control direction
C3	Tseng SVGA card	J1-J10000	Joystick timeout

At the MS-DOS prompt type: **Hind /parameter1 /parameter2** [↵Enter].

(Example: type **Hind /Q1** [↵Enter] to run Hind with throttle control reversed.)

Joystick timeout

If you experience joystick calibration difficulties, try decreasing the timeout value. The default is 5000. For example, **Hind /J1** reduces the joystick timeout to its minimum.

Creating a Boot Diskette

If you are having problems loading the game, we highly recommend creating a boot diskette as described below. Starting Hind from a clean boot diskette ensures that memory resident programs (TSRs) don't conflict with your device drivers.

Before creating a boot diskette, we recommend printing paper copies of your autoexec.bat and config.sys files as follows:

1. At the MS-DOS prompt type **cd** [↵Enter] to get to your root directory.
2. Type **type config.sys** [↵Enter].
3. Either hand copy the file or hold down the [⇧Shift] key and press the [Print Screen] key to send it to your default printer.
4. Type **type autoexec.bat** [↵Enter].

5. Either hand copy the file or press ⇧Shift+Print Screen to send it to your default printer.

Once you have printouts of these files, you can make a boot diskette.

To create a boot diskette, insert a diskette into your disk drive. From the MS-DOS prompt, type **format a:/s** ↵Enter. Any existing files on the diskette are erased during disk formatting.

On the diskette, create minimal autoexec.bat and config.sys files. These files must include:

- Your mouse driver
- Your sound card environment variables and/or driver
- Your CD-ROM driver
- MSCDEX in your autoexec.bat

NOTE: All of this information should already be present in your default autoexec.bat and config.sys files. Refer to your DOS manual for more information on how to customize autoexec.bat and config.sys files.

Sound Card Configuration

When running Hind for the first time, the program will begin at the Preferences screen. The sound option will default to "No Sound Card." To specify your sound card, click **Sound Card** and select the name of your card, or its nearest equivalent, in the list displayed. The program will automatically configure itself for the selected card. Correct sound card configuration is confirmed when you hear the theme music.

NOTE: Selecting the wrong card may cause the program to crash. Reboot your computer if this happens. Then delete the prefs.cfg file located in the default installation directory. (Go to the c:\di\Hind directory and then type **del prefs.cfg**.)

With your sound card selected, the program will remove the select buttons for Address, Interrupt, and DMA. If the sound does not appear to be working after your card is selected, you will need to set the Address, Interrupt, and DMA settings for the sound card manually. First, make sure that you have this information on hand (see the next page for further assistance). On the Preferences screen select "No Sound Card" from the card list. You can manually select the appropriate Address, Interrupt, and DMA settings by clicking the relevant buttons. Select your sound card from the list.

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How to find your Sound Card Address, Interrupt, and DMA

If you don't know the address, interrupt, and DMA of your sound card, you must view your hardware configuration path. Viewing this path shows you the address (usually preceded by an A), the interrupt (usually preceded by an I), and the DMA (usually preceded by a D) in your path. Specifying the wrong settings may cause Hind to crash and force you to reboot your machine. To view your hardware configuration, do this from a DOS prompt:

1. Type **cd** ↵Enter to get to your root directory.
2. Type **set** ↵Enter.

In your path you should see something like: blaster=A220 I5 D1

In this example, the Address is 220, the Interrupt is 5, and the DMA is 1.

About VESA Drivers

Hind requires a VESA SVGA video driver on your system. Some video cards have this driver within their hardware BIOS. If you have a card that already has a VESA driver, you don't need to perform this step before installing Hind.

To find out whether or not you have the necessary VESA driver loaded, do one of the following:

- Consult your video card documentation
- Run the Windows Microsoft System Diagnostics Program (msd) from the MS-DOS prompt. Click the **Video** button and look for the VESA Support Installed heading. It should say **Yes.**

Finding a VESA Driver

If you don't have a VESA driver, you can obtain one from an on-line service or on the World Wide Web.

On CompuServe, go to the PC PROGRAMMING forum and look in the library under VESA Info/Drivers. On America Online (AOL), select **GO TO** from the pull-down menu. Select **Keyword**. Type **VESA** and select **GO**. Select **Software Libraries**. Select **VBE TSRs for your VGA card**. Select a driver.

To obtain a VESA driver on the World Wide Web, try the following URLs:

- ftp://ftp.cica.indiana.edu/pub/pc/win3/drivers/video
- http://www.us.dell.com/ftp/video.html

Follow the manufacturer's instructions to load the driver.

Understanding Hard Drive and Memory Utilities

Hind does *not* support the following hard drive compression utilities:

- Stacker
- DoubleSpace

We strongly recommend that while running Hind you do not use extended memory managers such as:

- EMM386
- QEMM

If you choose to run EMM386 on your system, you must edit your config.sys file. Find the line that loads EMM386:

DeviceHigh=C:\WINDOWS\EMM386.EXE ***or***

DeviceHigh=C:\DOS\EMM386.EXE

Add the switch NOEMS at the end of the line. The line should now read:

DeviceHigh=C:\WINDOWS\EMM386.EXE **NOEMS**

Power Macintosh Version

Minimum System Requirements

To run Hind, you need the following:

- Power Macintosh with at least 16 MB RAM
- Double-speed CD-ROM drive

Supported Controllers

- Thrustmaster FCS
- Gravis Firebird
- CH Flightstick

Joystick Configuration Files

These are located on the Hind CD in the Joystick Data Files folder. These files should be used with the configuration utilities that come with the joysticks.

Understanding Hard Drive and Memory Utilities

If you do not have enough physical memory (RAM) to run Hind, you need to turn on virtual memory. Before you do so, find out how much memory your system is using:

1. Select the Finder from the Application menu. The Application menu is found at the right edge of the menu bar.
2. From the Apple menu in the top left of the menu bar, select **About This Macintosh.** This displays a window that shows how much memory your System software is using. Add 30,000 to that figure. If the total is greater than the displayed figure for the built-in memory, you need to turn on virtual memory as described below. Divide the total by 1,000 and round the result up to a whole number. Remember this figure—you will need it later.

Now you can turn on virtual memory so that Hind can run:

1. From the Apple menu, select **Control Panels,** then **Memory.**

   The Memory Control Panel is displayed.
2. Make sure that Virtual Memory is on.
3. Set the amount of Virtual Memory (the number in the box) by clicking the up and down arrows next to the number. Set it to the figure you calculated above.
4. Restart your machine.

Installing Power Mac Hind

1. Insert the Hind CD into your CD-ROM drive.
2. Double-click the **Hind CD** icon to open the CD contents window.
3. Double-click the **Hind install** icon.
4. Choose one of the following installations by dragging its icon over the icon of the drive where you want to install Hind:
   - **Minimum (requires 12 MB of disk space)**—This installation loads only the minimum files onto your hard drive. The remaining files are run from the CD-ROM. The minimum install is slower when changing screens, but otherwise the game runs the same.
   - **Medium (requires 42 MB of disk space)**—This installation loads all the files required to run the game on your hard drive except for animation, speech, music, and graphics. Time between screens is lessened, but otherwise the game runs the same.
   - **Maximum (requires 50 MB of disk space)**—This installation loads all the files required to run the game on your hard drive except for speech and animation. It provides full speed between screens.

   NOTE: These space requirements include installed files and temporary swap files.
5. Select the folder where you want to install Hind.
6. When installation is complete, click **Quit.**

Running Hind

Open the folder where Hind is installed and double-click the **Hind** icon.

The CD-ROM must remain in the drive when you play Hind.

Configuring Preferences

The first time you start the game, Hind takes you into the Preferences screen. The following options are available.

Animations

This preference determines whether animations are run from the CD at certain points in your flight.

Sound

This preference determines the audio selections for the game. Your three sound options are Music, Speech, and Effects. Select the options you want by pressing the corresponding button(s). The three options for the Effects parameter are off, minimal, and full.

Sound Card (DOS version only)

This preference is where you set your sound card address information. Hind attempts to autoconfigure the sound card settings; however, you may need to enter the information manually as described on page 6.

Controls

This preference configures your cockpit controls such as keyboard, joystick, throttle, and pedals.

Calibrating Input Devices

Calibrate your joystick by moving it all the way around (360 degrees) to its fullest range of motion. You should see the dot inside the square move with the joystick. When the dot inside the square stops in the middle of the square, your joystick is calibrated. Some joysticks have a hat switch, which is a small knob. Move the hat switch to the up position to calibrate it. Finally, if you're using a throttle switch, calibrate it by moving the throttle forward and backward.

Visual Detail

The higher you set Visual Detail, the more demands Hind places on your system. In general, higher visual detail slows performance. If you're not happy with the speed at which you can play Hind, reset this preference to a lower visual detail setting.

Screen Mode

Your screen mode choices are 320x240 or 640x480. The preferred setting is 640x480 because this setting gives you better monitor resolution. However, the 320x240 setting improves system performance.

Flight Model

You can play Hind in Arcade mode or Realistic mode. The Arcade mode makes the Hind easier to fly. If you're new at flying Hind, learn in Arcade mode and switch to Realistic when you've had some practice.

Enemy

This slider setting determines how fast and how accurate your enemies' shots are while playing. Sliding the bar left makes your enemies slower and less accurate. Sliding the bar to the right makes them faster and more accurate.

Mission Planner

If the Mission Planner preference is enabled, you can alter your flight plan prior to take-off.

Collective (Windows 95 and Macintosh versions)

The reverse button changes the collective joystick direction.

Joystick Configuration Files

Some joysticks can use special configuration files for additional capabilities. Hind includes program files for the joysticks listed below. These files must be downloaded using the software supplied by the joystick manufacturer.

Joystick	Model	Location on CD-ROM
ThrustMaster	WCS and FCS	\CONTROLS\THMASTER
	WCS and F16-FLCS	\CONTROLS\THMASTER
	F16-FLCS	\CONTROLS\THMASTER
	TQS and FLCS	\CONTROLS\THMASTER
Gravis	Phoenix	\CONTROLS\GRAVIS

Joysticks with Throttles

A ThrustMaster throttle, such as the WCS Mark II or F-16 TQS, alters the operation of your joystick. If your joystick is connected through one of these throttles, the hat positions and button presses are mapped to keystrokes instead of the standard analog equivalents. For example, if you have a WCS Mark II and an FCS Mark II, the hat and other buttons no longer work on the joystick because the hat and throttle are mapped to keystrokes. If you set the red switch on the WCS to analog, you get an analog throttle but no hat. Likewise if you set the hat on the WCS to analog, you get hat view control, but no throttle.

The \CONTROLS directory on the CD-ROM contains download files for the following joysticks:

- WCS Mark II with F-16 FLCS
- WCS Mark II with FCS
- F-16 TQS with F-16 FLCS
- F-16-FLCS

Example

If you have an FCS and WCS combination, you use the following procedure. In this example, d is the CD-ROM drive.

1. Change to the CD-ROM drive.

   d:

2. Change to the appropriate directory on the CD-ROM.

   cd \controls\thmaster

3. Copy the configuration files to the appropriate download directory.

   copy *.* c:\mark2\programs

4. Run the joystick software.

   c:\mark2\m2

5. Download the configuration file.

   khind.adv

ThrustMaster FCS and WCS Mark II

The configuration files for the FCS/WCS combination are hind.adv and hind.mdf in the CONTROLS\THMASTER directory on the CD-ROM.

1. Copy hind.adv and hind.mdf to the MARK2\PROGRAMS directory.
2. Run the M2 program to download hind.adv and hind.mdf.
3. Set the black switch on the WCS to Digital and the red one to Analog.
4. Choose Joystick and Throttle stick from the Controls menu in the preferences.

NOTE: If the software reports a compiler error, check to see if the ThrustMaster program directory contains .mdf files. If it does not, contact ThrustMaster and request the latest Mark2 software.

ThrustMaster F16-FLCS and WCS

1 Copy the hind.b50 and hind.m50 files to the TM\B50PROGS directory.

2. Run the FLCS software to download these files onto the joystick.
3. Copy the .B50 and .M50 files to the TM\B50PROGS directory.
4. Run both the WCS and the FLCS software to download these files into the joysticks.
5. Set the black switch on the WCS to Digital and the red one to Analog.
6. Choose Joystick for cyclic and Throttle stick for collective.

ThrustMaster F16-FLCS

The configuration files for the FLCS are hind.b50 and hind.m50 in the CONTROLS\THMASTER directory on the CD-ROM.

1. Copy hind.b50 and hind.m50 to the TM\B 50PROGS directory.
2. Run the TM program to download them.
3. Choose Joystick from the Controls menu in the preferences.

ThrustMaster F16-FLCS and TQS

The configuration files for the TQS are qhind.b50 and hind.m50 in the CONTROLS\THMASTER directory on the CD-ROM.

1. Copy qhind.b50 and hind.m50 to the TM\B50PROGS directory.
2. Run the TQS program to download them.
3. Choose Joystick and Throttle stick in the preferences.

Gravis Phoenix

The configuration file for the Phoenix is hind.phx in the CONTROLS\ GRAVIS directory on the CD-ROM.

1. Copy hind.phx to the Phoenix directory.
2. Run the configuration software.
3. Choose Joystick from the Controls menu in the preferences.

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Troubleshooting

Do not run the game from the CD-ROM drive or run the DOS version in Windows.

Q: ***(DOS) I am in the preferences screen and my mouse is not moving.***

A: There is probably no DOS mouse driver loaded. Press Alt-X to exit the game. To determine whether a mouse driver is loaded, type **edit** ↵Enter at the DOS prompt. If no mouse cursor appears, contact your PC manufacturer to get help installing a DOS mouse driver.

Q: ***When I type hind at the prompt it says Bad Command or File Name.***

A: Change to the directory where Hind was installed, then type **hind**. For example, type **cd \di\hind** ↵Enter. Then type **hind** ↵Enter.

Q: ***I am not getting any sound in the game.***

A: Make sure that you have selected the correct sound card and addresses. If they are set correctly, make sure that it is not a hardware problem with your sound card. Make sure the volume slider is on the right. Check to make sure the music button is selected and Effects is on minimum. Check for IRQ conflicts with other devices. If you still can't get sound, please call our technical support line.

Q: ***My sound card isn't listed in the preference screen selections.***

A: Try using either SoundBlaster or SoundBlaster 16. Most cards are very similar to these two.

Q: ***I have been playing Hind and it says out of memory.***

A: Run scan disk on your hard drive. Sometimes Hind may have lost files or chains. Running scan disk will fix this problem.

Q: ***As soon as Hind comes up, my screen goes black.***

A: Make sure your VESA card drivers are loaded. That is what usually causes this type of problem.

Q: ***I can't run Hind; it crashes as soon as it loads.***

A: First, run scan disk to make sure that the crash didn't create any lost files or chains. Next, make sure that your VESA card is loaded. Type **mem** at the hard drive prompt and make sure that the largest executable program size is more than 300K and the largest free upper memory block more than 4K. Check with your mouse manufacturer to make sure that you have the latest driver for your mouse. Old mouse drivers can cause Hind to hang or crash. Check your config.sys file to make sure that the NOEMS switch is set on your memory manager. See page 8 for more information.

Q: ***How much free disk space do I need for virtual memory temporary storage?***

A: 24 megabytes.

Q: ***Will QEMM or any of the Stacker programs affect Hind software?***

A: Yes. In some cases, such as QEMM, you can use a boot disk to load Hind.

Q: ***Hind runs slowly on my 8 MB machine and the hard drive light flashes during the game.***

A: Make sure smartdrv is not loaded and that you have configured the memory setup with the NOEMS switch. See page 8.

Q: ***Hind won't let me type the name I want.***

A: In network play, only seven characters fit in the space for your name.

Q: ***I'm playing using a direct connection and we're out of sync.***

A: Press Control-Esc to resynchronize with the other player.

Q: ***In two-player mode, when the other player dies, the game sometimes lets me continue and sometimes doesn't. Why?***

A: There are three kinds of two-player mode. In Leader/Wingman, the surviving player can continue the mission. If you kill your opponent in Combat mode (Red Leader vs. Blue Leader), you go back to the two-player screen to see your score and change combat conditions. If the Hind is shot down in gunner/Pilot mode, both players die and you go back to the two-player screen.

If you have difficulties with installation, and this section does not solve your problem, please call our Technical Support Line at (919) 461-0948, 9 a.m. to 9 p.m. EST Monday through Friday, and a member of our support staff will assist you. We will be best able to help you if you are at your computer when you call.

You can also obtain customer service via the major on-line services. We can be reached via email through the following services:

Internet: techsupport@imagicgames.com

CompuServe: 75162,1202

To receive a free introductory membership and software, call CompuServe at (800) 524-3388 and ask for Rep. #725.

America Online: ASKIMAGIC

GEnie: I-MAGIC

Prodigy: ZBWS92A

Sending In-Flight Messages in Two-Player Games

A new option available on the two-player screen allows players to pass messages. Once the two computers are connected, the "Command" button is relabeled "Messages" and is used to send message strings between the two players. To send a message, click the button, type the message, and press ↵Enter.

A number of predefined messages can be transmitted between players when both are flying in a Hind on single missions. The messages are audible and are printed on the message panel below the HUD. Press Control and key F1 to F10 to send the following messages:

Gunner to Pilot

Ctrl-F1	Break left
Ctrl-F2	Break right
Ctrl-F3	Break off
Ctrl-F4	Slow down
Ctrl-F5	Fly faster
Ctrl-F6	Turn left
Ctrl-F7	Turn right
Ctrl-F8	Straight ahead
Ctrl-F9	Go around again
Ctrl-F10	Let's go home

Pilot to Gunner

Ctrl-F1	Target left
Ctrl-F2	Target right
Ctrl-F3	Target ahead
Ctrl-F4	Target behind
Ctrl-F5	Take defenses
Ctrl-F6	Take gnd targets (gnd = ground)
Ctrl-F7	Take air targets
Ctrl-F8	Hold your fire
Ctrl-F9	Going round again
Ctrl-F10	Let's go home

Leader/Wingman

Ctrl-F1	Break left
Ctrl-F2	Break right
Ctrl-F3	Break off
Ctrl-F4	Regroup
Ctrl-F5	Take defenses
Ctrl-F6	Take gnd targets (gnd = ground)
Ctrl-F7	Take air targets
Ctrl-F8	Low on weapons
Ctrl-F9	Going round again
Ctrl-F10	I'm going home

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